

Contents

loading Instructions	3
Overview	5
Essential Information	6
Space Hulks	6
Terminators	6
Genestealers	7
Your Role in the Game	7
Overwatch	8
Freeze Time	9
Quick Start	9
Mission Preparation	13
Mission Briefing	13
Choosing a Squad	13
Arming your Squad	14
Moving Between the Screens	15
Abandoning a Mission	15
Pausing the Game	15
Terminator View Screen	15
View Monitors	16
Orders Indicator	16
Timer	16
Primary Terminator Monitor	17
Moving and Firing with the Primary Terminator	17
Opening and Closing Doors	17
Picking up Objects	18
Freeze Time	18
Freeze Time Allocation	18
Switch Squads	18
Scanner	19

Planning Screen	19
Command Icons	19
Strategic Map..	22
Planning Map..	22
Blips	23
Giving Orders..	23
Moving a Terminator	23
Duplicating on Order..	24
Turning..	25
Using Weapons..	25
Opening/Closing Doors	26
Game Tactics	27
Weapon Descriptions..	28
Keyboard Commands..	32
Artist's Biography	33
Credits	35
problems With The Game?	36

loading Instructions

Before playing Space Hulk you need to install the program on your computer's hard drive. The hard drive must have 8.5 Megabytes of free space.

1. Boot the computer with DOS (any version above 3.3).
2. Insert Space Hulk Disk 1 into drive A (or any appropriate drive).
3. Type A: and press Return. (Type the appropriate drive letter if you have inserted Disk 1 into a drive other than drive A.)
4. Type INSTALL and press Return.
5. The install program allows you to configure the game to suit your computer.

you can select the Sound source, hard drive designation and *directory name*.

To change one of the options: use the cursor keys to move the highlighting bar to the selection *and* press Return.

6. A box appears listing all of the available options. Move the highlighter to the option you want and press Return.
7. When you have finished configuring the game to your computer, move the highlighter to Continue and press Return.
8. Follow the on-screen instructions and swap disks when prompted.

NOTE TO MICROCHANNEL SOUND CARD USERS: You must choose PC Speaker as your sound option to get sound.

Starting the Game

To play Space Hulk, your computer needs at least 580k of free base memory.

If you installed Space Hulk to run with sound, the computer being used must have a minimum of 260k of EMS. Configuring more EMS gives you more sound effects and make the game run faster.

If the computer has no EMS compatibility then you must select the No Sound option at the installation screen -choosing this option also reduces the amount of hard drive space that the game takes up. For more information on configuring Expanded Memory (such as EMM386), see your DOS manual.

1. Type **C:** and press **Return**. (If Space Hulk was not installed on the C drive, enter the correct letter.)
2. Type **CDIHULK** and press **Return**.
3. Type **HULK** and press **Return**.
4. The introduction sequence begins. To skip the intro press the left mouse button.

Overview

For millennia the Terminator squads of the Imperium have patrolled Imperial space, seeking out invading alien life-forms and eradicating them before they gain a stronghold. In recent years the Terminators have been battling a menace which, if left alone, would surely destroy human existence.

The Genestealers come in drifting Hulks of derelict space craft. The remnants of these once proud ships served as the battle-ground on which the monstrous Genestealers would stalk the humans sent to exterminate them. Deafening clangs from the Terminator suits hitting steel flooring, offset by the screech of chitin-like claws on bulkheads, filled the dark, cavernous Hulks. And in the center of the fire and fury stood the armor clad men prepared to send the Evil to their doom.

Time after time Terminator squads enter Hulks only to find themselves surrounded and outnumbered. But they survive. The mystique of these men who don suits of armor and go forth into battle has gone some way to earning the squads their elite status. This status is not based purely on fighting prowess. Although on exemplary fighting force the Terminators also remain true to the values of their brotherhood. The honor of battle is one thing -the honor of defending the lives of their fellow Terminators is another.

While playing Space Hulk, remember that the Terminators you control are proud individuals. Imagine their souls are joined together as one fighting spirit. They are not simply men with weapons. Behind the battered armor is a Space Marine who wants two things — the destruction of evil and the deliverance of his fellow brothers from the menace that haunts them.

Real Time. Evaluate the situation and use the Planning Screen and the Freeze Time option to plan and transmit the orders to your squad. If any of the Terminators come under pressure you are able to give them direct instructions in Real Time. This enables you to, in effect, take control and manipulate his moving and shooting actions as if you were the Terminator.

For more details, see Planning Screen, Terminator View Screens & Giving orders.

Overwatch

Controlling an elite squad of five battle-hardened Terminators would be even harder if it wasn't for the Overwatch mode. Overwatch translates as "being aware of the surroundings".

Imagine a Terminator moving through a corridor while in Overwatch. He is aware of anything in his path. If the Terminator senses that a threat is nearby he stops, waits for the menace to show itself and fires until the Genestealer has been destroyed, then continues to his destination. Imagine the same Terminator moving without Overwatch. A Genestealer shows itself for an instant but possibly due to the poor light appears to dissolve into the shadows. The Terminator does not react, continues on his route and stands a greater chance of being killed.

Overwatch is the default mode for moving. This means that every order you construct is in Overwatch unless you choose otherwise. Terminators in Overwatch mode only react to threats within their line of sight.

For further information, see Giving **Orders**, Planning Screen & **Terminator View Screens**.

Freeze Time

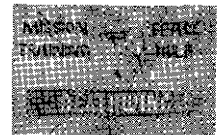
In Space Hulk you can move between Real Time and Freeze Time with the press of a button. Freeze Time gives you the chance to pull everything together and take a breath. Switch to Freeze Time and then go to the Planning screen to take a look around the map, identify potential problem areas and respond by giving orders. Freeze Time is not a pause. At the start of every mission you are given a limited amount. As soon as Freeze Time is activated the amount begins to **decrease**. When you switch back to Real Time your Freeze Time amount increases. The amount you have is displayed on the Freeze Time Allocation bar.

For more information, see Giving **Orders**, **Planning Screen** & **Terminator View Screen**.

Quick Start

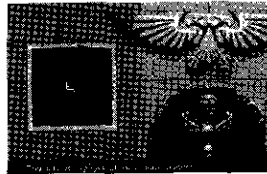
The Quick Start guides you through the first basic tutorial. It enables you to gain a **basic** understanding of how to make a Terminator move and fire. To gain a further understanding of the game you need to read Giving **Orders** and **Game Tactics**.

- 1 Load Space Hulk by following the instructions at the beginning of this manual. When the Mission Selection screen appears, left-click on Mission Training.

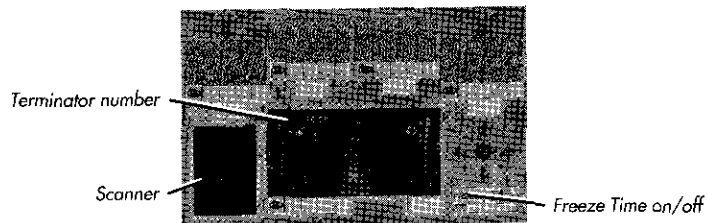


Note: At any time during the mission selection and preparation process a previous screen can be accessed by right-clicking.

2. Now left-click on Start Basic Tutorial. This takes you into the briefing phase.
3. The Imperial Commander welcomes you and explains the basic mission plan. left-click after every sentence and then move to the detailed mission briefing. Using the map of the Hulk that appears on the left of the screen, the Commander goes through the initial points of deployment, objectives and pick-up areas for the victorious squad. **Left-click** to end the briefing. You are now transported to the *Space Hulk*™.



4. Only one of the View Screens is active. The display gives you a view from Terminator number 1 (note the number in the top left of the display). The letters next to the Terminator number tell you what weapons he is carrying. The Terminator in this mission carries a Storm Bolter (SB) and a Power Glove (PG). For a list of the abbreviations see Weapon Descriptions.

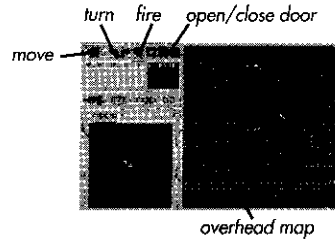


left-click on the Freeze Time On/Off button to bring the game out of Freeze Time and into Real Time. When the game is in Real Time everything happens at its normal speed.

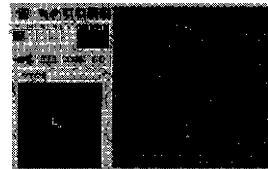
Example: A Genestealer that becomes "frozen" by the use of Freeze Time can start to thunder down the corridor towards you during Real Time.

5. Control the Terminator by using the mouse or cursor keys. As you move the mouse pointer to the edges of the View Screen it changes into a directional arrow indicating the possible command — to move in that direction left-click. Using the mouse control move the Terminator down the corridor to the door. As you move watch the Scanner. The green blip is the Primary Terminator. As you move, so the Scanner follows your progress through the Hulk.
6. Press the UP cursor once to open the door. Practice turns and walking backwards to get the feel of the controls. Notice the scanner in the left of the screen moves as you do
7. Move the mouse pointer into the center of the View Screen. The arrow changes to a cross-hair. left-click and watch a bolt from your Storm Bolter shoot off down the corridor and explode against the wall. Move your Terminator back to the original starting position. left-click the Freeze Time button.

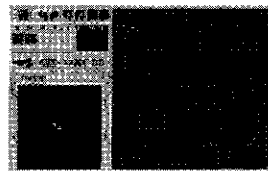
8. **Right-click** on the scanner to go to the Planning Screen.



left-click on the Move icon and left-click again at the end of the corridor you're in. The program decides the quickest route, red arrows show the movement you have constructed



Left-click at the end of the corridor near the two doors. The Planning Screen should now show a route from the starting point down to the furthest door.



Finally M-click in the grey square at the bottom right of the map. This is the pick-up square that the Imperial Commander mentioned in the detailed briefing.

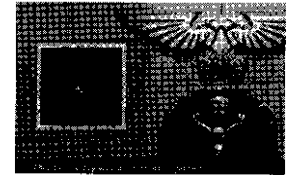
9. Right-click on the Overhead Map to return to the Viewer Screen. left-click the Freeze Time button to exit into Real Time play, and watch the Terminator follow the route you have set out.
10. When he enters the rescue square the tutorial ends and you receive the Mission Debriefing.

Here endeth the lesson

Mission Preparation

Mission Briefing

At the beginning of every mission you receive the basic scenario from the Imperial Commander.



left-click to go to the next line of information. Right-click to bypass the whole section and go to the detailed mission briefing.

In the detailed mission briefing you are given starting points, entry areas for Genestealers, and any target areas.

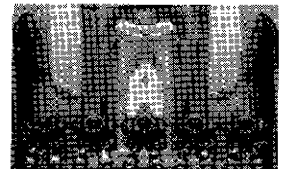
left-click to go to the next line, right-click to bypass the whole section.

Choosing a Squad

If you choose to play one of the tutorials or Space Hulk missions, then your squad is automatically equipped and ready to roll.

If you selected the Deathwing campaign the honor of choosing your squad and weapons may fall to you.

The five Terminator sergeants have squads capable of different missions. However, you can choose a squad and equip them in such a way as to change their capabilities.

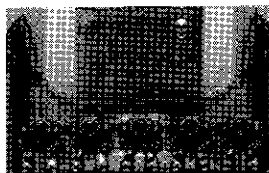


Once you have used a sergeant and his squad, they become more experienced, increasing their shooting and close-combat capabilities. The experience is portrayed by feathers underneath the skull - the more feathers, the more experience.

Losing a sergeant — If your squad is killed during a mission the sergeant is not selectable for the remainder of the campaign,

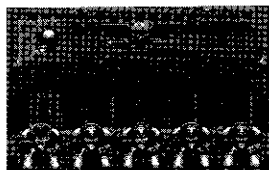
Left-click on any sergeant to have his squad information displayed. The box that appears contains the Sergeants name, the squads experience and the kind of mission that the squad are best suited to. **Left-click** on Select or Dismiss.

See the *Mission Descriptions* manual for more information on the available squads.



Arming your squad

Select weapons that are suited to the mission. If you have a Hulk that is made up of tight, twisting passages, Lightning Claws are more effective than Assault Cannons. Conversely if you have a large Hulk with freeways for corridors, a squad equipped with Assault Cannons gets further than a squad with Thunder Hammers and Storm Shields.



The arches on the rear wall of the armory hide Tech Priests. Each priest bestows upon a Terminator a different weapon.

left-click on the archway to reveal the Tech Priest. The available weapon is displayed.

Loft-click on the Terminator you want to give the weapon to. If you do not want the weapon simply left-click on another archway. In a two squad mission moving the mouse arrow over the left wall brings up a 'Switch Squad' panel -at this point left-clicking switches your view to the second squad.

To exit the armory and begin the mission: Move the mouse cursor over the right wall to bring up an 'Exit' panel — left-click to finish the weapon selection and begin the mission.

For information on the available weapons see *Weapon Descriptions*.

Moving between the screens

On any of the pre-game screens: left-click to advance to the next screen, right-click to move back to the previous screen.

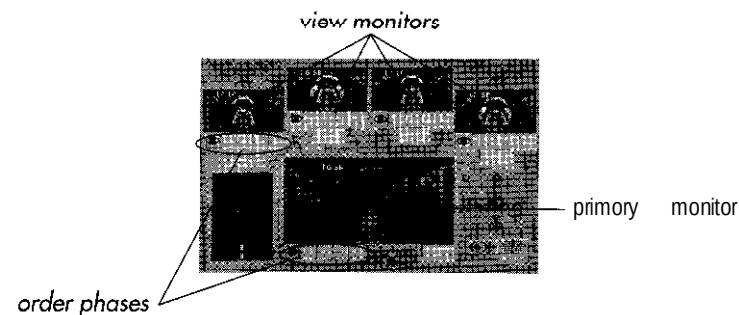
Abandoning a mission

To quit from a mission, press T. Quitting from a Deathwing mission results in the Sergeant being killed — any accrued experience is lost. Reset or continue a Deathwing campaign by left-clicking on either RESET CAMPAIGN or CONTINUE CAMPAIGN. After confirming the choice to reset the campaign, left-click on CONTINUE CAMPAIGN to begin the first Deathwing mission.

Pausing the game

When playing a mission press P to pause the action -the pause screen appears. To return to the game press any key on the keyboard.

Terminator View Screen



This screen allows you to see at first hand where you've sent your Terminators. You can fire at Genestealers, move your squad of Terminators around and see all the gore. It's a far cry from the tranquil setting of the Planning Screen.

View Monitors

Give you a "Terminators-eye" view of the action. Each Terminator in the squad is marked with a number that corresponds to the numbers on the overhead maps and the Terminator roster at the Planning Screen. The white letters (eg. SB, PG) on the right of the Terminator number are abbreviations of the weapons that the Terminator is carrying.

For a list of the abbreviations see Weapon Descriptions.

If he is carrying a weapon that uses limited ammunition (such as a Flamer) the remaining ammo and any reloads are indicated by two numbers next to the weapon type. If a Terminator is carrying a full Flamer with no reloads the numbers on the screen would be 6 and 0.

Left-clicking on any of these screens fires the Terminator's weapon — but only in a straight line at waist level. If you want your aim to be more accurate then use the Primary Terminator Monitor.

Right-clicking on the Scanner gives you the Planning screen.

Orders Indicator

There are five boxes below every view monitor. If you have used the Planning Screen to construct a movement, the relevant command icons appear in the five boxes. This system becomes useful when using the Primary Terminator. At a glance you know what the other guys are doing.

Timer

In some missions you have a time limit.

A timer appears below the Primary Terminator's Monitor.



Primary Terminator Monitor

The Primary Terminator is the one under your direct control - you can move, shoot and pick up items using the Terminator. To select another Primary Terminator **right-click** on any of the smaller View Monitors, or press the corresponding **Function Key** (eg. for Terminator 3 press **F3**).

Moving and firing with the Primary Terminator

To move the Primary Terminator use the cursor **keys** or **left-click** on the UP, DOWN, LEFT and RIGHT arrows on the right side of the screen. Alternatively you can move the mouse to the outer edges of the primary terminator monitor — the cursor changes to a directional **arrow** — and **left-click** to move in that direction.

To fire the Terminator's weapon move the cursor into the Primary Terminator Monitor (the cursor changes into a crosshair) and **left-click** on the area or target you want to fire at. Alternatively you can **M-click** on the button in the center of the directional arrows. Pressing both the **left** and **right mouse** buttons simultaneously, or in some cases pressing and holding the **left** button, activates a weapon's special effect.

For details of weapon effects see Weapon Descriptions.

Opening and Closing doors

To open or close a door **right-click on** either side of the door frame or press UP when you are in front of the door. Some doors are locked or jammed and need to be blasted open with a suitable weapon.

Note: A Terminator moving in Overwatch sees a closed door as a threat. He stops and shoots until the door is blasted open.

Picking up objects

Terminators equipped with Power Gloves are the only members of a squad who can pick objects up. To pick up an item or a weapon reload **move** into the adjacent square. **Face** the object and **right-click**. The item is displayed in the large box below the Primary Terminator Screen. Conversely, to drop an item that is being carried, **right-click**.

Note: Objects are often dropped in the heat of close combat.

Freeze time

left-click on this button to switch the game between Real Time and Freeze Time.



Freeze Time Allocation

The Freeze Time Allocation bar shows you how much of this precious planning time you have remaining. If you use it all up you are thrown back into real-time before you can shout "aaaargh"! When you are in real-time your Freeze Time Allocation starts to increase, so when you return to the Planning Screen you should have enough Freeze Time to implement another round of orders.

Switch Squads

When playing a scenario with two squads of Terminators **left-click** on this button to switch between the squads. This button flashes when the squad not currently displayed is experiencing some action.



Scanner

Enables you to see a small area around the Primary Terminator. The current Terminator is depicted as a green blip, Genestealers as red blips. The other Terminators in your squad show up as their respective numbers (ie. the red number in the view monitor).

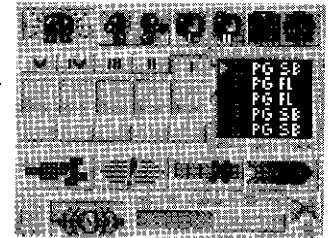
left-clicking on a Terminator's number makes him the Primary Terminator.

left-clicking on the Scanner fires the Primary Terminator's weapon to that area, this is particularly useful when firing Flamers at long range targets.

Planning Screen

Command Icons

The command icons allow you to construct a series of movements for any of your Terminators. For details on giving orders and moving see *Giving Orders*.



Move - The default mode of movement is *with* Overwatch.

As part of **an** order, **left-click** on this to choose movement **without** Overwatch. **Right-click** on this icon to reselect Over-watch.



Turn As part of **an** order, **left-click** on this icon to turn 90 degrees **left**. **Right-click** on this icon to turn 90 degrees to the right.



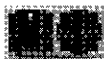
Fire Weapon - As part of an order,



left-click on this icon to select

weapon 1, Right-click on this icon to select weapon 2.

Open/Close Door - As part of an



order, left-click on this icon to open a

specified door. Right-click on this icon to close a specified door.

Number of shots Used in



conjunction with the Fire Weapon command. After selecting a

weapon choose how many shots you want to subject on area to.

Squad List - The numbers on this list correspond to

the Terminators in your squad. The letters next to each

number inform you of the weapons carried by the

Terminator.



For abbreviations and details of these weapons see Weapon Descriptions.

The Squad List is useful when giving orders. Select a Terminator by left-clicking on his number in the list, or pressing the appropriate Function key (for example: Terminator 3 would be chosen by pressing F3).

Right-clicking on the squad list selects the Terminator without moving the Planning Map to his location.

Order phases - 5 Phases. The boxes



show on icon for every command you

have asked the selected Terminator to perform. The icon displayed

is one of the above command icons.

Range of Fire - There are times when you need to



know the fire range of the Primary Terminator's weapon.

Left-Click the icon. The red shading covers every square you can shoot.

Switch Squads - When playing a scenario with two



squads of Terminators, left-click on this button to switch

between the squads. The button flashes when the other squad is in danger.

Cancel Previous Command - Left-Click



to delete your last command.

Go Command After constructing a



movement in Real Time left-click on this icon to get the Terminator moving.

When playing in Freeze Time, clicking on this icon concludes a movement plan.

Freeze Time/Real Time left-Click on



this icon to switch between Freeze Time and Real Time.



Freeze Time Allocation - The Freeze Time Allocation bar shows you how much of this precious planning time you have remaining.

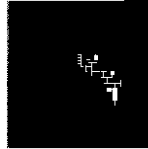
For more information see Freeze Time in the *Essential* Information section.

Strategic Map

This is the only map that shows the Hulk in its entirety. The map is useful when planning ahead because it gives the whole picture.

Terminators show up as grey and Genestealers as red. In some missions the Hulk may not have been scanned correctly. A full layout of the Hulk is not displayed on the Strategic or Planning Map. As the Terminators explore the corridors more of the Hulk becomes visible on the maps.

Right-click on the map to go to the View Screens.



Planning Map

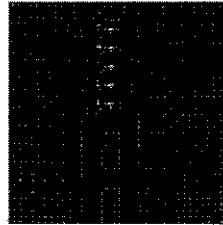
This is where you construct and plan all your commands. Because the map gives you the ability to see what's around corners it is a tool you should often use.

Your Terminators are represented by their images and a number on a plan view of the Hulk.

All the Hulk's features are represented. Doors, teleport squares, target areas for flaming and Genestealers — or blips.

To scroll around the map **left-click** on the borders around the map or use the cursor **keys**. Alternatively if you want to see a specific area **left-click** the area on the Strategic Map.

Right-click on the map to go to the View Screens. You may also view a specific area within the Hulk by holding down the left mouse button and dragging the purple box.



Blips

The Detail Map is really a scan of the Hulk. Because the scan is being performed from outside the hull of the ship it is inaccurate and is only able to display a blip where a Genestealer has been detected. A blip is the radar image of a detected life-form.



A single blip can hide 1 to 6 Genestealers. They should be approached with caution. Only when you are close does the blip reveal what it has been hiding.

Giving Orders

To effectively play Space Hulk you need to give orders at the Planning screen.

Because of the speed of the game it is near impossible to control a whole squad of Terminators, in real time, using the View Monitors. The Planning Screen gives you the ability to assign movement orders to your squad.

An order usually follows this process:

Choose Terminator — Choose Command — Choose Destination

Moving ☐ Terminator

To select a Terminator **left-click** on the Terminator's symbol on the Planning Map or line in the Squad Roster. Alternatively you can press the corresponding **function key** on the keyboard. For instance, Terminator 3 would be chosen by pressing F3.

The Terminator's symbol flashes.

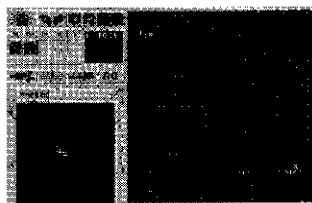
The default movement type is with Over-watch. If you want to select movement without Overwatch then **left-click on the** Move icon.

It is important to note that a Terminator who has not been moved, defaults into Overwatch. Also, a Terminator who is in Overwatch and facing a wall, turns to face an open space.

Now **left-click** on the square you want the Terminator to move to. A line of red arrows appears marking out the shortest route from the Primary Terminator to the destination you have chosen.

Note: When selecting a destination there may be a Terminator in the square you wish to choose. If you find that clicking with the mouse results in the Terminator being selected, use the **TAB** key.

Alternatively you can mark out a desired route by **left-clicking** along the path you want the Terminator to follow. If you do this it is best to **left-click** at the end of every corridor section you want to go down.



Note: Be careful **when** using this method as every click of the mouse uses up one of the five order phases.

After planning a move you can finish the process by **left-clicking** on the 'Go' Command icon, selecting another Terminator or switching to Real Time.

Duplicating an Order

There are times when you want more than one Terminator to carry out the same order.

Select a Terminator. Be sure he is at the front of the group you want to move.

Hold down the **Shift** key and click on the other Terminator's number in the Squad Roster or press **F1** to **F10** on the keyboard (if he is Terminator 3 you would press **F3**).

In the squad roster an arrow appears next to the Terminators you have selected.

Use the Command Icons to plan an order. The selected Terminators all follow the route.

You can order all the Terminators in one squad to follow the same movement.

Turning

Because the program automatically adds a turn when you select a route that includes a corner it is not always necessary to add them to the command.

The Turn command is used in situations when you need to face a Genestealer or can't handle turning the Terminator yourself in the View Screen.

Depending on the direction you want to turn, **left-click** or **right-click** on the Turn icon. The command is then added to the Order Phases.



order phases icon

Using weapons

The Terminators usually carry two weapons. A long-range weapon such as a Storm Bolter, and a Close Range weapon such as a Power Glove.

Close Range weapons are used against Genestealers when they are face to face with the Terminator. You have no control over their use. If a close combat situation arises the program determines whether or not to use the Close Range weapon.

The Planning screen lets you fire weapons at a specific square. To find out what squares you can target use the Range of Fire icon at the Planning Screen.



To fire weapon 1, left-click on the Fire Weapon icon. left-click the area on the Planning Map that you want to use the weapon on (you must have line of sight to that area). A cross-hair symbol appears on the map and the Fire Weapon icon appears in the Order Phases.

Some weapons have special effects which are classed as weapon 2. To use a special feature just right-click on the Fire Weapon icon.

For more information on weapon special effects, see Weapon Descriptions.

Opening/Closing doors

The program automatically opens a door when you select a route that passes through one.

Use the Open/Close door command in situations when you need to pause outside a door before opening it, demanding a separate Open command.

To open, left-click on the Open/Close icon and then left-click on a door.

To close, right-click on the Open/Close icon and then left-click on a door.

Remember that Terminators moving in Overwatch see closed doors as threats. They stop moving and shoot the door until it is destroyed.

Note: Sometimes your point of departure is a teleport square. To activate the teleport device the door must be closed. Right-click on the door frame to close the door.

For a list of controls that can be entered using the Keyboard, see Keyboard Commands.

Game Tactics

lesson number 1 — Genestealers move faster than Terminators.

Stay hidden until you're sure you can destroy your target. Before committing your squad to an order look at the distances involved. If there are blips near the point of destination or in an adjoining room, the chances are a Genestealer is upon you before you know what's happening.

lesson number 2 — Genestealers aren't stupid.

Genestealers have the habit of finding the lone Terminator you've sent off to find something. It's always a good move to have all Genestealer entrances covered before going ahead with the mission. This prevents single Genestealers going off in search of prey.

lesson number 3 — Don't hang around.

Staying in one place for too long gets you into trouble. The Genestealers start to arrive in large numbers and very soon you are over-run. Concentrate on your mission objectives and get the job done.

Lesson number 4 — Do not rely on Overwatch.

Having all of your Terminators standing in Overwatch waiting for the next Genestealer to arrive does not guarantee you success. Terminators often find their shells ricochet off the hard Genestealer's skin -there is no substitute for you taking control of one (as the Primary Terminator) and firing the shots yourself.

lesson number 5 — Stay close.

Because the Genestealers usually outnumber your squad it is best to remain in a group. Provide cover to any movements of your squad. Genestealers are intelligent enough to hide behind corners if a stream of Bolter shells are shooting down the corridor — use this to your advantage.

lesson number 6 — Protect your assets.

A number of the mission objectives rely on you having a specific weapon to finish the job with. In missions like this it is vital that you guard any Terminators that carry important weapons or items.

lesson number 7 — Inspiration grows from the barrel of a gun.

Weapon Descriptions

Weapon Abbreviations

Power Glove	PG
Assault Cannon	AC
Storm Bolter	SB
Heavy Flamer	FL
Lightning Claws	LC
Thunder Hammer	TH
Storm Shield	SS
Power Sword	PS
Chain Fist	CF

Close Combat Weapons

Lightning Claws

Lightning Claws are bladed gloves which have been designed purely with destruction in mind. Bristling with power from an onboard generator they can make short work of even the toughest Genestealers. As the Claw's mechanism covers much of both arms, Terminators carrying Lightning Claws have no secondary weapon.



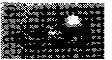
Power Glove

The outer shielding of the Power Glove hides a complex hydraulic power unit which enables the glove to break through the toughest door — or Genestealer skull.



Chain Fist

Used to rip doors and bulkheads apart the Chain Fist can also be used to good effect on Genestealers — reducing them to a bloody pulp in a short time. The arm attachment is basically a Power Glove with a built-in heavy chainsword. The energy that drives the chain comes from a power field within the glove and is so great that the chain can be used to rip through bulkheads.



Although heavy and unwieldy the Chain Fist can be used in such a way that it becomes a force to be reckoned with in close combat.

Thunder Hammer & Storm Shield

This is a huge war-hammer with the ability to create a surge of energy so great it could cause solid objects to explode.



Constructed around a power generator, the Thunder Hammer can also, at the Terminators command, self-destruct. The generator surges with energy and explodes, causing everything in the adjacent area to vaporize — including the Terminator. A Terminator who is equipped with a Thunder Hammer always has a Storm Shield as weapon two.

Simultaneously clicking the left and right mouse buttons results in the Thunder Hammer's generator exploding, causing vast damage to the surrounding area. Using this effect kills the Terminator equipped with the weapon and any others in range.

The Storm Shield rests on the left arm and draws its defensive energy from the generators within the Terminator suit. Shaped like a cross, it glows as the power sheaths the metal surface. Although the Shield has no offensive capabilities a Terminator equipped with such a device stands a far better chance of surviving a Genestealer hand attack.

Power Sword

Power Swords are extremely effective close combat weapons. The energy field which covers the blade allows the sword to cut through most armor. The sword is particularly adept at slicing through the chitinous skin of Genestealers.



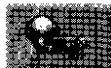
Long Range Weapons

Storm Bolter

The main armament of the Terminator is the Storm Bolter.

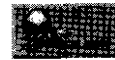
The bolter shells fired by the weapon are large rocket propelled shells that explode after entering the target.

The Storm Bolter has unlimited ammunition. However, in heated engagements it has a tendency to jam.



Assault Cannon

The Assault Cannon is a multi-barreled gun which fires explosive tipped ammunition in 50 round bursts.



Because of its awesome fire rate it is an invaluable weapon when fending off ravaging Genestealer attacks. The Cannon's ability to rarely miss is best used when exploring long corridors, providing cover and valuable "Genestealer free" time to the movements of your squad.

Ammunition is the only limiting factor—you are only given enough for ten bursts. In some missions ammunition reloads can be found. If you come across some lost ammunition move into the adjacent square and right-click to pick it up.

Pressing and holding the left mouse button results in the Assault Cannon discharging all its ammunition in one destructive burst.

Heavy Flamer

A large proportion of the Space Hulks you encounter are infested with the Genestealer brood. The fiery inferno caused by a Heavy Flamer is one of the best methods of eliminating their foul kind.



Used as an offensive weapon, the Flamer can be very effective at providing cover. This is due to its long range and the area of destruction which can be achieved if targeted correctly. The area of effect is based on the size of the room. The flamer is capable of covering a 3 by 3 square area, but this area may be reduced if the flame is dropped in a narrow corridor.

The Flamer has enough fuel for six shots. Simultaneously clicking the left and right mouse buttons results in the Flamer exploding and burning a large area. Using this effect kills the Terminator equipped with the weapon and any others in range.

Keyboard Commands

F1 - F10	Select Terminator
F	Switch between Freeze Time & Real time
Cursor Keys	Scroll view or control Primary Terminator
P	Pause
SHIFT (hold down)	Link/Duplicates orders. Select Terminators while holding SHIFT key
T	Quit Mission
SHIFT-Q (only in pre-mission screens)	Quit to DOS
SPACE BAR	Swap squads (two squad mission only)

Artist's Biography

Nick Wilson

I have now been writing computer games for ten years, the last five of which have been for Electronic Arts. Space Hulk has taken the last one and a half of those ten years. It has been the largest project I have undertaken, but judging by the final result it is also the one I am most pleased with. Even after many hard months programming, bug-fixing (I hope I have got rid of them all!) and testing, I still get a 'kick' from playing it — and the Genestealers still catch me out even though I taught them how to move!

I owe thanks to many people for their invaluable help during the development of Space Hulk. Firstly, to Electronic Arts for not only initiating the whole project, but also for ensuring the development ran smoothly from start to finish. Next, the graphic artists, Andy and Tim, who have given the game just the right sort of creepy atmosphere it needs. Thanks too to Jason, who has come up with some great sound effects and tunes. Many thanks must also go to Games Workshop themselves for providing so much Space Hulk related material for us to work with — and for answering all our awkward questions about the finer aspects of Warhammer 40K culture!

Finally, in recognition of her encouragement and support for me throughout, I would like to dedicate this project to Kate.

Andy Jones (The Wrong Side Of Infinity)

My first games were arcade conversions, such as Out Run on the Amstrad CPC. Now I prefer to work on original products as they hold more of a challenge for an artist. With Space Hulk I was given quite a bit of freedom with the design. Obviously the Space Marines and Genestealers had to look right, but when it came to the Hulk interiors the only limitations were technical. The idea of ray-tracing the Hulks come up quite early on in the project. Initially, Electronic Arts weren't too keen on the idea and Nick was far from convinced that it would work. We stuck with it and worked out a system for getting the rendered frames into the game that meant the computers did most of the work. The difference it made was fantastic; a new set of walls could be in the game in 12 hours instead of two weeks!

I have been married to Paula for 18 months and we live in S.E. London, just outside Croydon. Our lives are run by two cats, Leggo (it's what you shout when you pick her up!) and Bonnie, who are typical of the species and do whatever they want, when they want. On the rare occasions I'm not sat in front of a monitor I like to stuff my face with Pizza Express and watch a movie. When I have time to read it's usually Iain Banks or Douglas Adams. Banks because he has one bizarre imagination and Adams because he makes me laugh...

Finally, thanks go to the following people.....

Everyone at EA for giving me the chance to do the project. Nick and Kevin for listening to my ideas about ray-tracing. Chris Hubbard. Steve Iles. Chris Perigo, for all the help with Real-3D. Jim Hendry at Amigo Swapshop. Henri and Yuri at Alternative Image. Vessa at Realsoft, for being a genius. You, for buying not copying the game. Most of all I'd like to thank Paula for putting up with it all...

Tim White

Tim is best known for his cover paintings that adorn the fronts of science fiction and fantasy books. His illustrations can also be found on computer game boxes (The Killing Game Show, Amnios, Leander, Obitus and others), video covers, posters, cards and a variety of rather tasteful magazines. His work has been the subject of television documentaries both in this country and abroad. Two books of his paintings are currently in print: 'The Science Fiction and Fantasy World of Tim White' and 'Chiaroscuro', both published by Dragon's World/Paper Tiger — no plug intended! As far as Space Hulk is concerned, Tim was responsible for the fantastic introduction artwork and all the still artwork within the game.

Credits

Original Board Game Design: Richard Halliwell, Games Workshop Studio Design: Nick Wilson, Kevin Shrapnell (EA) and Andy Jones (GW)

Programming: Nick Wilson

Pixel Artwork: Tim White, Andy Jones

Additional Artwork: Mark Jones, Jon Law

Sound & Music: Jason A.S. Whitely

Producer: Kevin Shrapnell

Product Manager: Andrew Corcoran (UK); Rick Lucas (US)

Product Testing: Chris Johnson, Scott Probin, Nick Goldsworthy, David Bowry (UK); Bryan Beckstrand (US)

Voice Over: Jervis Johnson, David Luoto

Quality Assurance: Richard Gallagher (UK); Terence Chin, Michael Yasko

(US)

Documentation: Chive Downie and David Luoto (UK)

Cover Artwork: Dave Gallagher

Package Art Direction: Nancy Fong (US)

Technical Specialist: Colin McLaughlan

Problems With The Game?

If you are having a problem installing or playing the game, we want to help. First, please make sure you have read the installation and start-up section of the manual thoroughly, and make sure you have at least 8.5 megabytes free on your hard drive. If you have followed the directions in the documentation, and are still having trouble installing or operating the software, here are some hints that might help solve the problem. Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your DOS manual for more information.

TSRs/Device Drivers/DOS shells

TSR stands for Terminate Stay Resident. A TSR is a program that automatically executes itself when you start up your computer from a hard drive. They are generally installed in your *autoexec.bat* file. Device Drivers and DOS shells are also loaded automatically. They are usually installed in your config.sys file.

These TSRs or Device Drivers sometimes interfere with games, or take up valuable memory the game may need, and it is generally recommended that you not run any such programs, device drivers, or shells when attempting to install or play a game.

DOS Boot Disk

If you are having trouble installing, experiencing unusual lockups, or other problems that do not appear normal, we suggest you try starting up your system with a DOS Boot disk. Here are the steps for creating a DOS boot disk. Please follow these steps exactly.

1. To create a DOS disk you will need a blank disk the same size as your A: drive.
2. Type C: and press Enter.
3. Place the blank disk into drive A:
4. Type FORMAT A: /s and press Enter. Note: If you are formatting low density disks on a high density drive, use the following commands:

5.25 inch low density disk: FORMAT A: /s /n:9 /t:40

3.5 inch low density disk: FORMAT A: /s /n:9 /t:80

You will be prompted to insert a blank disk into drive A. Do so if you haven't. Press the Enter key when you are ready.

5. Once the disk is finished formatting you will be asked whether you wish to format another or not. Answer N and press Enter.
6. You now have a DOS boot disk.

Freeing Up Additional Memory Using the DOS Boot Disk

Users WITHOUT a memory manager: It is not possible to free up much more base memory without using a memory manager, which allows one to access Expanded Memory (EMS) or Extended Memory (XMS). Most memory ambitious games require Expanded Memory (EMS) while Windows usually uses Extended Memory (XMS).

Users with MS DOS 5: Rather than change your permanent system software configuration, you can use the Boot Disk and the EMM386 memory manager software included with MS DOS 5.0 to temporarily free up available memory.

Read This Section Completely Before You Begin
To configure the Boot Disk to free up OVER 61 OK of available base memory and to set up Expanded Memory (EMS):

- 1 Back up your CONFIG.SYS and AUTOEXECBAT files before editing them so that you can return to the originals if you have any problems. To back up the files type "COPY C:\CONFIG.SYS C:\CONFIG.BAK" and press the ENTER key, then type "COPY C:\AUTOEXEC.BAT C:\AUTOEXEC.BAK" and press the ENTER key.
- 2 Copy the CONFIG.SYS and AUTOEXECBAT files from the root directory (C:\) on your hard drive to the root directory (A:\) on the Boot Disk that you have just created.

Example: At the C:> prompt, type "COPY C:\CONFIG.SYS A:\" and then press the ENTER key. To copy the AUTOEXEC.BAT file, type "COPY C:\AUTOEXEC.BAT A:\" and then press the ENTER key.

- 3 Open the copy of the AUTOEXEC.BAT file using the EDIT program from MS DOS 5.0:
 - i. Type "CD\DOS" and then press the ENTER key.
 - ii. Type "EDIT A:\AUTOEXEC.BAT" and press the ENTER key.
- 4 From the Boot Disk copy of the AUTOEXEC.BAT file, delete all lines, except the following:

```
PROMPT $P$G  
<PATH>MOUSE.COM
```

<PATH> is the directory in which your mouse driver is located, usually C:\, C:\MOUSE, C:\DOS or C:\WINDOWS.

Example: C:\DOS\MOUSE.COM

If you have a line that begins, "Path=C:\ . ." then you can leave it also.

NOTE: Your mouse line may be different if you are NOT using the MOUSE.COM mouse driver. Do not change this line if it looks different. Drivers that have a .SYS extension will be loaded through the CONFIG.SYS file and you should leave that line there when you are editing that file. If you have other questions about loading your particular mouse driver, consult your mouse or DOS manuals.

5. Save the edited AUTOEXEC.BAT file and open the Boot Disk copy of the CONFIG.SYS file from within EDIT.

To save, press Alt-F to bring down the File menu and press the "s" key.

To open, press Alt-F, press the "O" key and then type "A:\CONFIG.SYS" and press the ENTER key.

6. While still in EDIT, delete all lines from the Boot Disk copy of the CONFIG.SYS file EXCEPT the following:

```
DEVICE=C:\DOS\HIMEM.SYS  
DEVICE=C:\DOS\EMM386.EXE    260  
DOS=HIGH.UMB
```

If you need to talk to someone immediately, call us at (415) 572-2787 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call: This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact: Electronic Arts Limited,
P.O. Box 835, Slough St3 8XU, UK.
Phone (753) 546465.

In Australia and New Zealand, contact: Electronic Arts Pty. Limited,
P.O. Box 539, Ashmore City, Queensland 4214, Australia.
Phone: (075) 91 1-388

NEED A HINT? CALL

1-900-288-HINT

1-900-288-4468

24 Hours a day, 7 days a week!

95c for the first minute, 75c for each additional minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone and is only available in the US. Call length determined by user; overage length is four minutes. Messages subject to change without notice.

limited Warranty

Electronic Arts ("EA") warrants to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), that under normal use, the magnetic media and the user documentation are free from defects in materials and workmanship.

Warranty Claims

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address, and a statement of the defect. **OR send the disk(s) to us at the above address within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect.** EA or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disk(s) to the above address. **Enclose a statement of the defect, your name, your return address, and a check or money order for \$7.50.**

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product.

Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long on implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

The World of Space Hulk - MISSIONS

Contents

The Imperium	2.
The Dark Age of Technology	3
The Age of Strife &The Rebirth of Man	4
The Emperor	4
Space Hulks	5.
The GenestealersTM	6.
Reproduction	7
Genestealers and Technology.. ..	8
The Conquest of Planets.. ..	9
The legion Astartes	10
The Terminators	12
The Basic Tutorials	14
The Advanced Tutorials.. ..	16
Space Hulk Originals	20
One Squad Missions	24
Two Squad Missions	27
Deathwing Campaign	30

The Imperium

The Imperium of man has existed for 10,000 years, but its foundation can be attributed to a single invention: the warp drive.

A phenomenal breakthrough, the warp drive allowed spacecraft to travel astronomical distances in short periods of time. The importance of this invention in human imperialism cannot be exaggerated. Whereas it once took centuries for human spacecraft to travel to Sol's closest neighboring star, the same distance could suddenly be covered in just a few hours.

The ability to cover enormous distances in negligible amounts of time led directly to a massive program of exploration that came to be known as the great expansion. Free from the limitations of time in interstellar travel, humanity began to explore the vast universe with great determination. It wasn't long before humans found rich new worlds -worlds suitable for human habitation.

Large-scale colonization of planets was just one of the predictable results of man's drive towards the stars. The other was war. As quickly as humans discovered habitable planets, they also encountered aliens — many of whom had imperialistic designs of their own. With grim inevitability, the first of many Alien Wars flared up between human and non-human empires. The pattern for galactic strife was set.

The Dark Age of Technology

The Great Expansion brought new wealth, new ideas and new arrogance. The machines of travel and conquest achieved incredible levels of sophistication and were, to the masses of people who benefited from them, nothing short of awe inspiring. Science, gravely misunderstood by the ignorant, came to be revered as God.

The end of this Age of Technology was heralded by the sudden appearance of psykers — humans with psionic powers such as telekinesis. What caused certain individuals to suddenly develop psionic powers has never been precisely determined, but within a few centuries psykers were recorded on almost every planet populated by man. At first, public reaction to the psyker phenomenon was mixed. On many planets, psykers were persecuted as abominations or freaks of nature — those unfortunate enough to be caught by fearful and ignorant masses were burned at the stake in what were modern-day witch hunts.

On more civilized planets, psykers were protected. Some governments even attempted to nurture the understanding and development of psyker powers. In a series of bold attempts to harness the powers of the mind, psykers on openly tolerant worlds were allowed to explore and experiment with their new found skills.

The uncontrolled experimentation with psyker powers proved to man's greatest folly. Ignorant of the forces with which they meddled, novice psykers opened the galaxy to invasion by extra-dimensional creatures. Daemons fell creatures of the warp, born of Chaos — swept into the galaxy through the unprotected minds of the psykers. Soon monsters of every description were walking the surface of thousands of worlds, senselessly destroying cities and civilization. Hostile alien empires took advantage of man's crisis and attacked savagely, attempting to regain lost territories and resources. The Age of Strife was born.

The Age of Strife & The Rebirth of Man

For more than 5,000 years, humanity was wracked with war as nation bottled nation and planet fought planet. Men fought bitterly with Daemons, aliens, and with each other. Only the worlds where psykers were rigorously suppressed survived intact.

Fortunately, grwt heroes often arise in the moments of greatest peril. The Age of Strife brought forth one such man -the man who would eventually become Emperor of Human Space. A shrewd diplomat, he gathered the loose fragments of humanity into a single empire. He conquered those who would not join forces with him and reclaimed whole worlds lost to aliens. He's also the strongest psyker that galaxy has ever seen — it was the Emperor himself that finally drove the Daemons back into the warp.

The Emperor

The Emperor still reigns after 10,000 years. As an immortal, he has ruled for millenia, ordering the lives of men, protecting humanity from the great threats of the universe, and sacrificing himself for the future of the race. Only the Emperor's strength, will, and intelligence have held the Imperium intact and allowed it to flourish through the centuries of strife and discord — it is to the Emperor that humanity owes its existence.

Space Hulks

The largest and most advanced human civilization ever, the Imperium encompasses millions of stars and planets. Each human colony in this vast galactic realm is on island in a sea of emptiness, separated from its neighbors by thousands of light-yews of space and connected to the Imperium only by fleets of spacecraft,

The vessels that form the infrastructure of the Imperium use warp space, a separate and complete universe that exists alongside our own 'real' space. The two universes — real space and warp space -ore intimately connected. For every point in our space, there's a corresponding location in warp space. Warp space, however, is not on exact duplicate of our universe. Two points that, in our reality, ore tens of thousands of light years apart might be separated by a few miles in warp space. Thus it's possible for a suitably equipped ship to enter warp space through a warp gate, travel for few a hours, and re-emerge in our space millions of miles from the ship's departure point.

Warp space allows a spacecraft to travel hundred of thousands of light years in only a few hours. The Imperium would not exist without this alternate universe — protecting and administering such a colossal empire would be impossible if ships could only travel through real space at sub-light speed. But warp travel is not without its dangers. Warp space is filled with cross-currents, eddies and whirlpools of power. Some ships disappear without a trace, only to emerge centuries later or millions of miles from their intended destination.

Some vessels become locked in strange currents of the warp, emerging in real space from time to time, only to be helplessly sucked back into the void. They have no control over their destination and may travel in the warp for centuries. Often these ships are still manned with living crew — lost beings, prisoners of the void. Often these beings will scavenge the wrecks of other spacecraft, joining the remains to their own vessel in order to increase living space or fashion an escape vessel. These shoddy conglomerations of space junk can become, after centuries of accumulation, monstrosities -several miles long as well as wide.

Humans call these lumbering ships space Hulks and regard them with well-deserved suspicion. For a space Hulk can be a derelict ship with priceless treasures from the past or it can be a harbinger of evil, the home of treacherous alien beings.

The Genestealers

Savage eyes burning in the dark. Four arm-like appendages to grasp and tear. A horror of teeth and claws. The Genestealer is a biological perfection -- an intelligent, ruthless killing machine that knows neither the tingle of fear nor the pain of remorse.

Like all living organisms, the Genestealers have simple goals-to survive and multiply-but the means by which they further their race is totally unique among known lifeforms. What sets these horrific creatures apart from other highly evolved organisms?

Reproduction

The most conspicuous characteristic of Genestealers is their means of reproduction. Genestealers don't mate — there are no males or females among their numbers. Instead, Genestealers reproduce by infecting other races with their genetic material.

Using a powerful hypnotic gaze, a Genestealer paralyses its victim in much the same way that a snake terrifies its prey into immobility. Once the victim is psychologically dominated, the Genestealer deposits an egg in the victim via a long, supple tongue lined with *ovipositors*, or *egg-layers*. The Genestealer inserts its tongue into the victim's oral cavity in a hideous parody of a kiss, piercing the victim's tissue and depositing an egg. After the victim is infected, he or she is released.

Whether as a result of the Genestealer's hypnotic gaze or as a by-product of the egg's hormonal secretion, the victim has no memory of the implantation -the entire episode is remembered only as a nightmare of fear and burning eyes. A subtle psychic link is established between the Genestealer and the victim. The Genestealer can influence the victim's thoughts and actions without the victim's knowledge. The Genestealer uses this power to give its victim one overwhelming desire: to mate and have children.

Driven by powerful subconscious urges, the victim proceeds to reproduce with his or her own kind. Because of the damage to the victim's genetic material, the children will be hybrids: part victim race, part Genestealer. Until the fourth generation, the hybrids are sterile, procreating only by the Genestealer method.

The first generation hybrid closely resembles a purestrain Genestealer. From birth — if not before — it has the Genestealer's strong psychic ability. The offspring's psychological influence, together with the parents innate paternal/ maternal instincts, blinds the parents to the child's true monstrosity. They nurture and cherish the young hybrid, and will go to great lengths to protect it from harm.

When the first generation hybrid matures, it seeks to infect others, who in turn produce second generation hybrids. With each passing generation, the hybrids look more and more like their parent race, and less and less like Genestealers. By about the fourth generation, they are all but indistinguishable from purestrain members of the victim race, to the extent that they are able to mate in the same fashion as uninfected members of their species. Some of their children will be hybrids, some purestrain members of the victim race, and others purestrain Genestealers. All of the descendants of a purestrain Genestealers tend to naturally band together into an extended 'family', usually under the control of the original Genestealer itself.

Genestealers & Technology

Despite being equipped with hands, purestrain Genestealers are not tool-users — they build nothing for themselves. Their sophisticated and subtle brains, which allow them to infiltrate and psychically dominate other species, are quite incapable of understanding the complexities of the lever or wheel — or the spear or gun, for that matter. When they fight, they fight as animals, using their bare teeth and claws to tear their opponents to bits.

The hybrid generations are different. While First generation Genestealers are almost as limited technologically as their forebears, later generations are capable of understanding and using technology. A third or fourth generation of Genestealer can build and operate sophisticated equipment, and it can wield weapons. But even the later hybrids are not technological innovators — they are limited by the capabilities of the host parents. If their parents lack sophisticated manipulatory digits, so will the hybrids; if the victim race never achieved spaceflight, the hybrids are unlikely to do so.

The Conquest of Planets

Ill-equipped to build and operate their own spacecraft, the Genestealers travel aimlessly in massive space Hulks, waiting to be 'discovered' by humans or aliens. Genestealers are incredibly hardy and extraordinarily long-lived -they can endure centuries of isolation in warp space, patiently waiting for a single encounter with an unwary victim species. Once an individual Genestealer infects a victim, they establish a coven on the host's home world. There they increase their numbers, taking great pains to avoid detection. After fourth generation hybrids have matured, they leave the planet as merchants, diplomats, traders and even soldiers in the Imperium. Thus they spread their covens to new planets.

The Legiones Astartes

200 years after the Age of Strife the forces of Earth had caved out on Empire that stretched almost half way across the galaxy. This vast broadening of the Imperium was known as The First Crusade.

The Legion Astartes (Space Marines) are attributed with being largely responsible for the victorious wars that put the Imperium on the Galactic map during the time of The First Crusade.

The millenium directly prior to the beginning of the Crusade saw a vast research and development project start. During the volatile warp storms that had plagued Earth in the Age of Strife, superbly equipped laboratories were constructed under the surface of the planet. These laboratories, once finished, were turned over to the Adeptus Mechanicus who had orders from the Emperor to bio-engineer a fighting force so deadly that nothing could be its equal — an elite group of soldiers whose strength and loyalty were unflinching. These new warriors were organized into their own units, known as Chapters.

In the beginning, the recruits were implanted with nineteen cultured organs. These organs allowed the Space Marines to perform acts on ordinary human would find difficult-even life threatening. For example, the phase seven implant is an organ known as the Preomnor. Having operated through the rib cage the preomnor is placed in the chest cavity and connected to the Marine's dietary tracts. Once in place the organ acts as an advanced pre-digestive stomach, annulling any poisons or toxins that the Marine eats. The result being that a Space Marine's body can gain sustenance from almost any material without admitting harmful substances into the blood.

The Chapters continue through the collection of a product known only as gene seed. Without gene seed a Chapter has no future. The progenoid gland (phase 18 implant) exists solely for this purpose. After implantation the organ absorbs hormonal stimuli and genetic materials from the other implants. When mature, each gland contains a single gene seed for each organ that has been added to the recipient Marine. The glands can be removed any time after maturity. The progenoid must then be carefully prepared and the gene seeds stored. When the need arises the gene seeds are cultured and form a new, specialised implant. And so the cycle continues.

The whole ethos that surrounds the Space Marines stems from the Chapters in which they are organized. Distinctive names, armor and insignia abound, fellow Space Marines are known as Brothers and loyalty to the honor of the Chapter is of the utmost importance. The whole unit operates with a kind of religious zeal. Chaplains instruct Marines in the way of the Chapter, ceremonies and rituals are a regular occurrence, the idea being that the Space Marines must immerse themselves in the ancient teachings of the Chapter.

This loyalty is displayed in combat, where the one million warriors of the Legion Astartes (regardless of Chapter) fight for and on behalf of the Emperor. In many battles since their founding the Space Marines have saved the Imperium from certain defeat. In the far reaches of the Imperium companies of Space Marines hold back the forces of chaos from humanity — their courage and strength upholding the peace of civilization.

The Terminators

In the years following the introduction of Space Marines into active duty a number of scenarios appeared where the Imperial forces were defeated. When the performance of the Marines was questioned a study indicated that the environments in which the battle took place caused some problems to the armor worn by the Space Marines, resulting in loss of movement or even death.

The Adeptus Mechanicus were commissioned by the Emperor to research and develop a new breed of body protection to be used in lethal situations such as the interior casings of plasma reactor shields or the highly corrosive, vacuum filled corridors of Space Hulks. Also known as Tactical Dreadnought Armor, Terminator exo-armor is a development of the sealed environment suits used by spaceship crews. When suitably enhanced by the Adeptus Mechanicus, Terminator armor can remain virtually unscathed after a direct hit by most weapons.

Almost all Space Marine Chapters have Terminator suits. They are usually old, having been passed down through the ages, and are covered in scars and insignia depicting past battles. The suits are treated with the kind of respect given to ancient relics and although their outward appearance may be one of mistreatment, they are kept in perfect working condition — the Marines who wear them are of the thinking that to clean the outer layer of the armor would be to wipe away the memory of the victorious battles they were part of.

Only the Chapter's best Marines are bestowed the honor of using Terminator armor. Along with the honor comes added training, for the Terminator suits are a technology that must be used correctly to be effective.

All suits contain their own independent power supply and enclosed life-supporter systems. The inner casing of the armor holds teleport homers, bio-scanners, energy scanners, auto-senses, suspensors, targeters and communication devices. The communicators carried in the suits are specially designed to carry visual as well as auditory signals. This means that any member of a Terminator squad can see the view from any of his fellow Terminator suits. This technology can also be adapted so the signal can be broadcast away from the squad to a commander not in the field of battle.

The Terminators greatest menace, has come in the form of the Genestealers. Among the peoples of the Imperium the Terminators are best remembered for their acts of heroism on vast Space Hulks hurtling towards tranquil worlds.

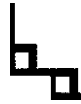
They are, to many, the vanquishers of Evil — the embodiment of all that is just true.

The Basic Tutorials

The five basic tutorials have been designed as a series that will teach you all the basics of operating in a Space Hulk. Each one demands a different task from you, the Space Marine Captain, in the troop ship circling the Space Hulk.

Tutorial 1

The first tutorial is covered in the *Quickstart* section of the Game Manual. It covers basic movement, giving orders and firing.



Squad selected by the Emperor: 1 Terminator with Power Glove & Storm Bolter.

Tutorial 2

This tutorial gives you the opportunity to use a Heavy Flamer. Try using the Planning Screen to give all the movement orders and then the final fire order to flame the red target area.



Squad selected by the Emperor: 1 Terminator with Power Glove & Heavy Flamer.

Tutorial 3

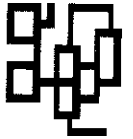
Many Space Hulks contain items of historical or technical importance. In this tutorial you must locate the artifact and then return to the safe rescue area. Sometimes the items can be in the most well-guarded corners of a Space Hulk, so it is important to search every location.



Squad selected by the Emperor: 1 Terminator with Power Glove & Storm Bolter.

Tutorial 4

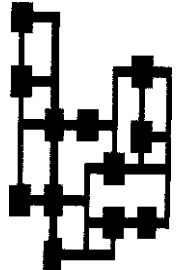
Tutorial 4 provides you with your first alien contact. Guide the Terminator through the Space Hulk to the teleporter. The Genestealers are out to destroy you, so use the Planning Screen to identify potential threats and co-ordinate a strategy. If you are confident that your controlling of the Terminator is good, then try playing the whole mission from the Viewing Screens.



Squad selected by the Emperor: 1 Terminator with Power Glove & Storm Bolter.

Tutorial 5

In this tutorial you control two Terminators. The Space Hulk is quite tight with a good many passages for Genestealers to get down. Attempt to move the Terminators into an area where they cover each others backs. In missions where the objective is to kill a certain number of the Genestealers, the most effective strategy is sitting tight in a secure area and waiting for the enemy to come at you.



Squad selected by the Emperor: 2 Terminators with Power Gloves & Storm Bolters.

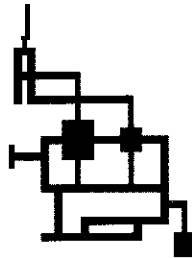
The Advanced Tutorials

The Advanced tutorials are a large step from the five basic missions included in the Basic tutorials. All of them involve a minimum of one squad of Terminators. You will have to plan and give orders more often -there will also be times when taking control of a Terminator will be the only way out of a heated engagement with the Genestealers.

Think out every command you commit your Terminators to.

Tutorial

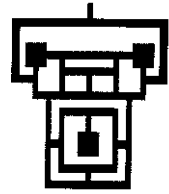
This is the first instance of the scanners failing to give an accurate display of the Space Hulk. The Planning Map will display any corridors in the vicinity of your squad. As you move around the Hulk more areas will be displayed. You have to find an artifact, whilst remaining alert to any signs of Genestealers. Use the Planning Screen to move the Terminators short distances — moving long distances in Hulks where the scan has been incomplete is very dangerous.



Squad selected by the Emperor: 3 Terminators with Power Gloves & Storm Bolters. 2 Terminators with Power Gloves & Heavy Flamers.

Tutorial 2

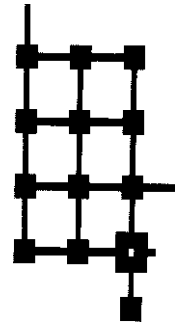
Your squad is trapped. The marauding Genestealers sense your position. This is an all out fight. To be sure of reaching the rescue area you must give accurate commands and constantly monitor the views of each Terminator. Move as often as possible -do not get cornered into one area.



Squad selected by the Emperor: 5 Terminators with Power Gloves & Storm Bolters.

Tutorial 3

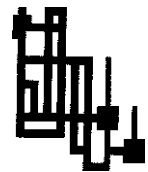
Use your squad's Heavy Flamers to destroy a genebank on the Hulk's lower side. This Space Hulk is heavily infested by Genestealers. Their movements are restricted by strong doors that only Terminators can operate. Use the doors to your advantage or you may fail.



Squad selected by the Emperor: 2 Terminators with Power Gloves & Storm Bolters. 2 Terminators with Power Gloves & Heavy Flamers. 1 Terminator with Assault Cannon & Power Glove.

Tutorial 4

Your squad holds a defensive position. If the Genestealers breach through into the rest of the Hulk you will be held responsible for the inevitable carnage. Your squad must hold their position and kill thirty Genestealers. Stay alert and monitor the views from your Terminator's helmet cameras.



Squad selected by the Emperor: 4 Terminators with Power Gloves & Storm Bolters. 1 Terminator with Power Glove & Heavy Flamer.

Tutorial 5

This mission will give you control of two squads. One of them should provide cover for the other as they make their way to the central computer room. The Hulk's interior is made up of narrow, twisting passages. Move with caution, having spaces in-between squad members is important, as it gives a necessary reaction time.



Squads selected by the Emperor: 4 Terminators with Power Gloves & Storm Bolters. 2 Terminators with Power Gloves & Heavy Flamers. 2 Terminators with Lightning Claws.

Tutorial 6

Your squad is trapped in the depths of a hostile Hulk. The thick shielding on the hull is preventing your distress signals from being heard. Die with honor, kill a minimum of 30 Genestealers. Move to secure areas and wait for the foul spawn to come to you.



Squad selected by the Emperor: 5 Terminators with Power Gloves & Storm Bolters.

Tutorial 7

You will need to build a strategy for this mission. Your squad must flame a room in the upper area of the Hulk.

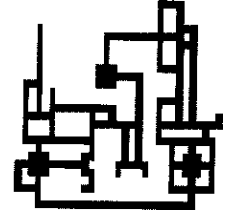


Providing cover with Heavy Flamers is very hard, due to their lack of ammunition and quick burn time. Use the Planning Map to assess the chosen route. Heavy Flamers have a tendency to pin a squad down, so use them as early as possible by targeting threats on the Planning Map.

Squad selected by the Emperor: 5 Terminators with Power Gloves & Heavy Flamers.

Tutorial 8

Flame the two infested areas using the trapped squad's weapons. Getting to the squad is easy, but once both squads are together the Genestealers will be alerted to your presence and will stop at nothing. Protect the Terminators equipped with Heavy Flamers. Do not take risks, there is too much at stake.



Squads selected by the Emperor:

Squad One: 5 Terminator with Power Glove & Storm Bolter

Squad Two: 2 Terminators with Power Gloves & Assault Cannons. 1 Terminator with Power Glove & Heavy Flamer. 1 Terminator with Thunder Hammer & Storm Shield. 1 Terminator with Chain Fist & Storm Bolter.

Tutorial 9

Another Terminator squad is in action deeper in the Hulk. They are relying on your squad to keep the Genestealers from pouring into the fray. You must prevent no more than ten Genestealers entering the other areas of the Hulk. Move the squad to a position where they provide cover for themselves and are able to view every passage. Monitor the View Screens for signs of activity and intervene if necessary. Destroy a minimum of 60 Genestealers.



Squad selected by the Emperor: 5 Terminators with Power Gloves & Storm Bolters.

Space Hulk Original Missions

The Hulk showed up momentarily against the blackness of deep space. The command to fire the boarding torpedoes was echoed through the warp barges.

Light, emitted from a hundred jettison explosions, momentarily escaped into the darkness. As the torpedoes sped towards the drifting mass of metal, rock and ice the Terminators within them prayed for their deliverance.

The grinding of metal on metal signified contact with the alien craft — in a brief moment the Terminators of the Imperium were out of the transportation capsules and in the Hulk.

A previous scan of the Hulk showed large numbers of hibernating Genestealers. The only hope lay in that fact that the majority of the alien forces would take some time to awaken.

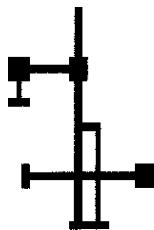
It was decided to launch a first wave to disable the Cryogenics or introduce lethal toxins into the lower reaches of the Hulk.

Suicide Mission

As the first wave of Terminators roam through the dark passages of the Hulk, the Genestealers attempt to leave the ship in escape pods.

By flaming the Launch Control Room your squad will alleviate any threat of the Genestealers escaping and contain them — ready for destruction.

The Genestealers will begin to awaken as soon as you set foot in the Hulk. Your squad only has one Heavy Flamer, guard it well for without it your mission will fail. Move swiftly and cover entry areas.

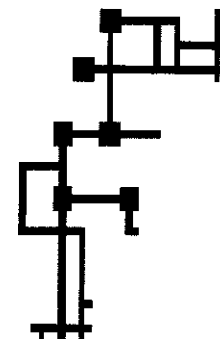


Squad selected by the Emperor: 4 Terminators with Power Gloves & Storm Bolters. 1 Terminator with Power Glove & Heavy Flamer.

Exterminate

Following the success of the first mission it was decided to establish a beachhead at a junction in the Hulk. The squad moved to the area and started a sweep of the nearby rooms, it was finished with seconds to spare. By the time the Terminators reported the area secure, several hundred Genestealers were converging on their position.

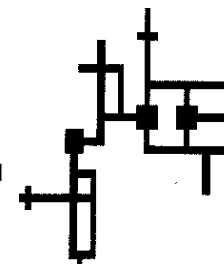
You must establish a force that covers all entry areas leading into your position. Move to positions of utmost defensive capability and destroy thirty Genestealers. Be sure to give every Terminator a clear line of sight for firing.



Squad selected by the Emperor: 4 Terminators with Power Gloves & Storm Bolters. 1 Terminator with Power Glove & Heavy Flamer.

Rescue

The Cyber Altered Task (CAT) unit which entered the Hulk to perform detailed scans of the command systems has completed its retrieval and is now attempting to reach the exit. The CAT has invaluable information stored in its memory banks. Two Terminator squads were sent in to recover the CAT. On reaching the device a large concentration of Genestealers began advancing towards the area.



Use the second squad to create a diversion and prevent more enemy entering the area where the CAT rescue squad are retreating from. If the Terminator carrying the CAT is killed, another member of one of the squads will have to pick it up and continue to the rescue site.

Squads selected by the Emperor: 8 Terminators with Power Gloves & Storm Bolters. 2 Terminators with Power Gloves & Heavy Flamers.

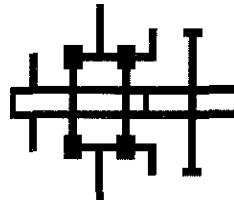
Cleanse and Burn

When the Genestealers launched the attack on the Terminator's defence perimeter, all hell broke loose. The battle was bloody and violent, with both sides taking heavy casualties. Due to ammunition shortages and weapon lock-ups the Imperial forces took 50% casualties. As the attack subsided it was noticed that a group of Techmarines with minimal life signs were moving away from the perimeter. Rather than allow the Chapters gene seed to fall into alien hands it was decided to sacrifice the Techmarines.

Your squads must make their way through the Hulk, to the rooms where the Techmarines are being held. One Heavy Flamer shot will put the captives out of the inevitable misery they will face at the mercy of the Genestealers.

As with all two squad missions, you have enough Terminators to give cover as you make the journey to the target. Proceed with caution, protecting the Heavy Flamers from enemy attacks.

Squads selected by the Emperor: 8 Terminators with Power Gloves & Storm Bolters. 2 Terminators with Power Gloves & Heavy Flamers.



Decoy

The data collected from the CAT showed the commanders that the Terminator offensive had only destroyed a fifth of the total Genestealer population aboard the Hulk. With the Terminator's resources stretched to bare minimum and scanners showing that another wave of the Evil were awakening from their slumber, it was decided to hit directly at a nearby cryogenics cluster. This action will also draw the enemy away from a mission that is taking place in another region of the Hulk.

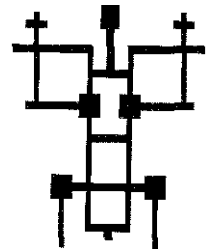
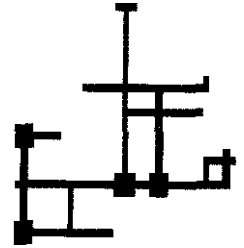
Protect the Heavy Flamers. Use the two squads to punch through the Genestealers defences. Moving fast with no hesitation, locate the clusters, flame the rooms and fight your way to the rescue site in the lower reaches of this area.

Squads selected by the Emperor: 8 Terminators with Power Gloves & Storm Bolters. 2 Terminators with Power Gloves & Heavy Flamers.

Defend

The previous mission had drawn the Genestealers away from an important area of the Hulk where the ducting could be used. The decision to pump lethal toxins through the ducting into the cryogenic clusters was taken. If this was effective the remaining Genestealers would be wiped out, leaving the Hulk free of infestation.

Use the squads to defend the ducting from attack. Position the Terminators in key positions where they can cover the passageways approaching the area. When the Terminators become established at their defensive positions the Genestealers will find it very hard to break through. Victory will be ours.



Squads selected by the Emperor: 8 Terminators with Power Gloves & Storm Bolters. 2 Terminators with Power Gloves & Heavy Flamers.

One Squad Missions

Purify

This Hulk has a severe viral infection in one of its lower sectors. The four areas of contamination must be flamed. The arrival of your squad on the Hulk alerted the

Genestealers hibernating on the other levels and they are now pouring into the very region you must get to.

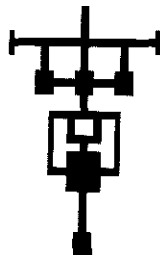
Use the three Storm Bolter equipped Terminators to make their way to each target site, providing cover for the Heavy Flamers. The passages around the contaminated rooms allow Genestealers to ambush from behind, be wary of them attempting this.



Squad selected by the Emperor: 3 Terminators with Power Gloves & Storm Bolters. 2 Terminators with Power Gloves & Heavy Flamers.

Blockade

A Cyber Altered Task (CAT) unit has completed a scan of the command centers. A member of your squad has retrieved the CAT and must now travel to the teleportation zone, where the CAT can be transported back to the Imperial Tech Priests. The remaining Terminators must prevent any Genestealers reaching the lower corridor. If one



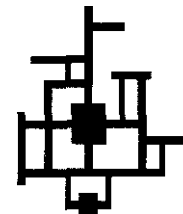
does breakthrough your defenses it could endanger another mission in the upper regions of the Hulk.

Use one of the Terminators to provide cover and protect the back of the squad member carrying the CAT. Using the remaining Terminators, set up defensive positions in the large room, covering all three entrance areas.

Squad selected by the Emperor: 4 Terminators with Power Gloves & Storm Bolters. 1 Terminator with Power Glove & Heavy Flamer.

Stranded

Your squad has been split by a previous Genestealer attack. By regrouping you can coordinate an attack on the infested target area in the bottom of the Hulk. Position the Terminators at strategic points where they can cover any entry area. If you move the squad quickly and effectively the Heavy Flamer should be able to reach the target site with minimal resistance from the Genestealers.

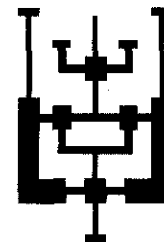


Squad selected by the Emperor: 4 Terminators with Power Gloves & Storm Bolters. 1 Terminator with Power Glove & Heavy Flamer.

Lost Scrolls

Ancient pre-Imperial artifacts are often discovered on drifting Space Hulks. A CAT scan of the interior has shown what appears to be the scrolls of the prophet Venoxin, lying in one of the further regions of the Hulk.

These scrolls will be an invaluable asset to the Imperium. Recover these items and you will have sewed the Emperor well.



Moving gradually, destroying any Genestealers you come across, make your way around the Hulk, searching every room. Enemy resistance will be considerable, so be on your guard. Do not give orders to move long distances without adequate cover, the Genestealers may have set ambushes.

Squad selected by Emperor: 5 Terminators with Power Gloves & Storm Bolters.

Advance

A long-range scan of this Hulk failed to give us an accurate

UNMAPPED

display of the interior, this is due to the extremely thick hull -the result of eons spent in warp space.

As the Space Marine assault ship neared the stricken wreck a further scan detected Gene Banks on one of the Hulk's sub-levels.

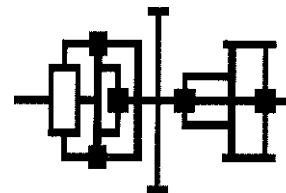
Your squad must enter the Hulk and make its way to the Gene Banks where the justice of the flames must be used. Destroy any resistance you meet, for the mission to end you must kill ten of the foe. The Genestealers have prepared ambushes so be cautious when commanding the Terminators.

took to the Emperor for guidance and victory shall be yours

Squad selected by the Emperor: 4 Terminators with Power Gloves & Storm Bolters. 1 Terminator with Power Glove & Heavy Flamer.

Swarm

Having entered the Hulk to provide cover for another mission, your squad is now faced with large numbers of Genestealers pouring into the area between you and the teleportation room.



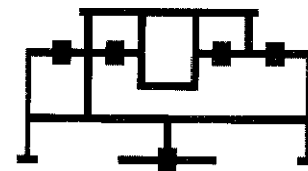
You must study the entry areas of the Evil that are nearly upon you and then respond by giving precise movement orders. If these orders are executed precisely the mission outcome will be favorable. If your orders are too long or lack forethought then the squad will surely perish at the mercy of the Genestealers.

Squad selected by the Emperor: 5 Terminators with Power Gloves & Storm Bolters.

Two Squad Missions

Cleanse

The gene banks in this Hulk have been classified a menace to the Imperium. With two squads under your command, you must provide cover to the Terminators with Heavy Flamers.



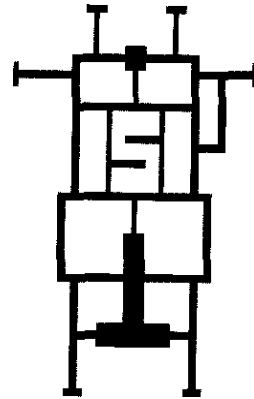
The Hulk is cavernous, with corridors stretching into infinity along both sides of this level. The foe enter from the opposite end of the ship, and could wreak havoc on your mission if left to build up a sizable force.

The Genestealers are able to travel fast, so when assigning orders do not overlook that they could be upon the squads in an instant. If at any time the foe break through your defenses, you must be ready to fend off their attack further up the corridor — be careless and you shall perish.

Squads selected by the Emperor: 8 Terminators with Power Gloves & Storm Bolters. 2 Terminators with Power Gloves & Heavy Flamers.

Fight to the Death

Having entered this vast Hulk on a CAT recovery mission your two squads have fallen foul of the Genestealer's menace. The Evil have broken through into the exterior passages and dislodged the recovery capsule from the hull of the Hulk. You are trapped, with no way off this infested monolith.



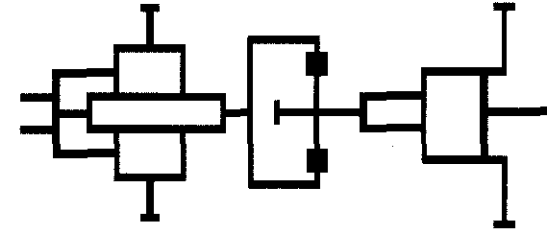
The two squads are positioned in the center of this sub-level. They are doomed, for even now the Genestealers have detected their presence and are converging on the area of the Hulk where your squads are trapped.

Using the central location of the squads to your advantage, move the Terminators into positions where each can watch over a corridor. If you move quickly and without hesitation then the Emperor's Will shall prevail and you may stand a chance of destroying ninety Genestealers.

Squads selected by the Emperor: 10 Terminators With Power Glove & Storm Bolter.

Covering Fire

A CAT scan of the Hulk has been completed. In order for an offensive to take place the data must be retrieved.



One of your two

squads is in possession of the CAT. To successfully travel the length of the Hulk you need to use every Terminator effectively.

In the first stages of the mission the Genestealers come from ahead of you, but as the squads progress through the ship so the menace begins to emerge from both sides. Be especially vigilant, for without the CAT data we may be unable to purge this Hulk in the future.

Squads selected by the Emperor: 1 Terminator with Power Glove & Storm Bolter. 4 Terminators with Chain Fist & Heavy Flamer. 3 Terminators with Chain Fist & Storm Bolter. 2 Terminators with Power Sword & Storm Bolter.

Rearward

Once again the far reaching energy of the Genestealer's Hivemind has clouded our sensors. Proceed with caution for your goal rests far into this Hulk and to become surrounded by the menace would mean death.

UNMAPPED

Once the Magus has been destroyed move quickly to the transporter. The Genestealers detect their terrible loss and evil drives them to acts of great vengeance.

Provide adequate cover for the escaping Terminators.

This mission gives you the chance to choose the squads and the armaments you need. Due to the w-mopped nature of the Hulk you are unable to determine what weapons should be selected. Choose an array of close-combat weapons and Storm Bolters. Do not overlook the fact that the target needs to be flamed.

Deathwing Campaign

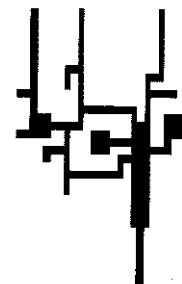
The Astropath's words hung in the air. Imperial Commander Lucerne Xovius III gave what could have been construed as a frown and slowly bowed his head. A broken distress call from a fellow Dark Angel Space Marine had been detected — emanating from the planet Ma'Caellia in the Tolevi system. Every soul in the room knew of Ma'Caellios strong connections with the Chapters' history -and that the Death Wing had not flown in that zone For centuries.

Dark Angel Terminators last visited Ma'Caellia when a drifting Space Hulk carrying Genestealers threatened the peace of the region. The codex which records the Chapters history tells of a Captain tithonius -a hero amongst his Terminator squads and a leader revered by the Chapter. tithonius led a bitter attack against the hordes, first on the planet surface and then in the Sin of Damnation -the Hulk which had delivered the Evil to the area.

After a series of hard fought battles in the depths of the ship the giant monolith drifted back into the warp. The foe had been vanquished — along with the victors. All trace of Captain tithonius and his Dark Angel Terminators disappeared with the Hulk. Yet now, after many centuries had passed, a call was being made from the very location Lithonius had departed from. Could the Hulk have traveled through warp space and arrived back at its point of departure? The matter of the Hulk was irrelevant. The lives and souls of brother Space Marines hung in the balance. A force *must* be despatched to discover the true source of the signal -once again the Death Wing would fly in the Tolevi system.

Menacing Images

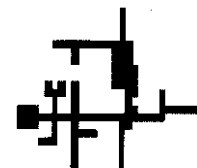
Having landed on Mo'Coellia, a preliminary scan has detected what looks like a network of underground passages and caverns. sensors have also detected some form of alien presence. The Death Wing Terminators must enter this complex and search for any signs of their lost brothers. As the spear-head of this campaign your actions may dictate the future course of events. Be on your guard.



Squad selected by the Emperor: 5 Terminators with Power Glove & Storm Bolter.

Witch Hunt

The spearhead squad has returned -victorious. However, their spirits have been tarnished by the force of enemy Psykers operating from somewhere within the complex. Rather than risk



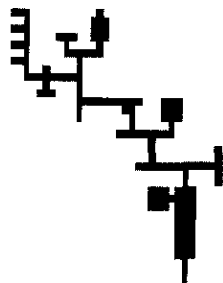
further damage to our fellow brothers we are sending Inquisitor Sabathius to investigate the mystery. Sabathius's own psychic defenses will protect him from any foul mind powers thrown at him -as his Captain you must alert him to any nearby Evil. Guide the Inquisitor through the complex to the teleport area. His mind will search areas not seen by the eyes. Await his report.

Squad selected by the Emperor: 1 Terminator with Power Glove & Storm Bolter.

Baneful Icon of the Foe

Inquisitor Sabathius has detected a concentration of Evil somewhere near the top of the complex. The icon is imbued with the very essence of the Hivemind, emanating palpable waves of psychic evil throughout the Hulk. The power is still too great for Terminators to enter. Command inquisitor Sabathius in the purging of the statue. The Genestealers will stop at nothing to destroy the solitary Terminator invading their sanctuary. After the target has been destroyed Sabathius must be guided out in the shortest possible time.

Squad selected by the Emperor: 1 Terminator with Power Glove & Storm Bolter.



Deliverance

Having purged the complex of the Psykic menace, Inquisitor

UNMAPPED

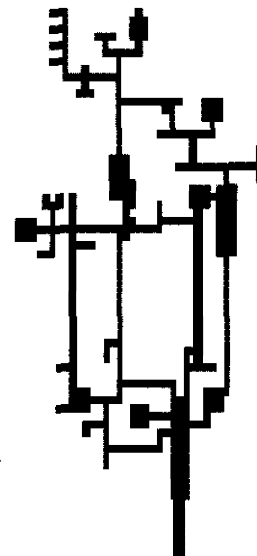
Sabathius found the retaliating Genestealer force too overwhelming. After an intense fight the Inquisitor found himself in a room towards the top of this level. On examination of his armor he discovered serious damage had been inflicted by the Foe. His life support system is in danger — time is running out. By closing the doors of Genestealer entry, you will allow the Inquisitor's safe passage from the area to a point of rescue. Sabathius is the fifth member of your squad and can be used in an offensive capability. The Genestealer presence remains high. In the name of the Emperor-be vigilant.

Squad selected by the Emperor: 5 Terminators with Power Glove & Storm Bolter.

Extrication

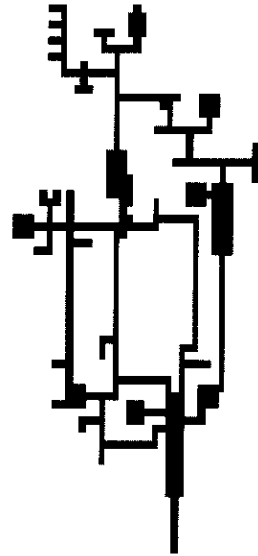
The previous mission did not stem the onslaught of the Evil. The survivors of the Deliverance mission are secure but need to reach the haven of the rescue area. Clear the level so that a rescue can take place. One squad must provide cover against the Genestealer attacks, allowing the other squad of Terminators to make their way through the Hulk. Proceed with caution. Do not underestimate the evil of the foe sent to test us.

Squad selected by the Emperor: 5 Terminators with Power Glove & Storm Bolter + the survivors of Deliverance.



Purge

All hope has been lost. With the tide of Evil that flows against us we can offer only one form of resistance. A squad must enter the complex and flame the sub-level control room. With the systems damaged all levels below this will become shut off from the world — banishing the Genestealers for eternity. Guard the Heavy Flamers well for the foe will detect the malice in your movements.



Squad selected by the Emperor: 2 Terminators with Power Glove & Storm Bolter. 3 Terminators with Power Glove & Heavy Flamers.

After flaming the control room, all Imperial units on Ma'Caellia were withdrawn to the orbiting Space Marine troop ship. On the command of the Emperor, Exterminatus was performed on the planet. The largest concentration of hits was on the complex where the search for Captain Lithonius began. In a five minute period, twenty virus bombs fell on the site — reducing the area and a large sub-area to ash. Never again would the evil of the Genestealers foul Ma'Caellia.

Far below, the explosions on the planet cast brief orange circles into the atmosphere. Imperial Commander Xavius stood on the bridge of the Manchivo looking out on the maelstrom being caused beneath him. The toil of battle had taken its toll on his remaining squads. Even now the Tech Priests were working to preserve the Chapter's gene seed

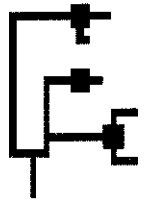
So the Genestealers had re-entered the zone. But how? There was no sign of a Space Hulk or the elusive distress call that had brought the Death Wing to the Tolevi system. However, the sheer number of Genestealers on Ma'Coellia disproved any theories of a freak colony or settlement, the Evil was brought to the system — but on what?

At that instant a Hulk flashed out of warp space into the shadow of Ma'Coellia's dark side.

Moments later Imperial Commander Xavius III gave the order to board the Hulk known only as the Sin of Damnation-the Death Wing's vengeance had begun.

Ante Chamber

Under your command, the first squad in this accursed Hulk must establish a beach-head. Fight your way to the control room. Flaming the correct area will shut off any mechanisms controlling access points to lower levels. This is a vital mission, the fate of the campaign and Captain Lithonius is in your hands. Our sensors have detected flammable material in the corridor approaching the target. Do not use the Heavy Flamer until in the control room-to do otherwise will risk the lives of your squad members.



Squad selected by the Emperor: 4 Terminators with Power Glove & Storm Bolter. 1 Terminator with Power Glove & Heavy Flamer.

The Perimeter

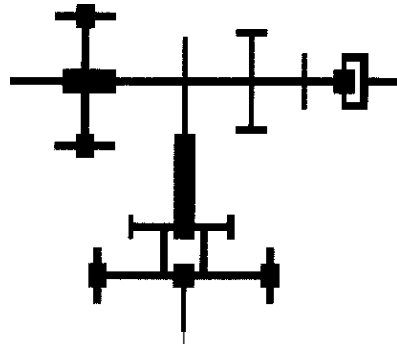
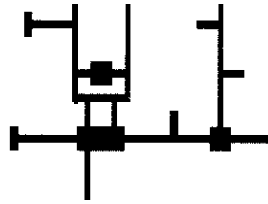
The previous mission served as a reminder that the Genestealers are more than just a menace-they are a worthy opponent. The sheer number of the Evil that were encountered have led us to abandon that area as an entry point. The Hulk has been scanned and another possible area found. Secure strategic points and establish an assault perimeter for your fellow brothers to enter by. Be on your guard, for the Genestealers know of our presence. Go forth and let your weapons preach terror to the Hell's foe,

Squad selected by the Emperor: 5 Terminators with Power Glove & Storm Bolter.

Funeral Pyre

This sub-level of the Hulk is being used to house the Genestealers brood. Four specific targets have been identified. Unfortunately the walls of this level are emitting some flammable gas into the passages-any Heavy Flamer hit will continue to burn. If used correctly this phenomenon could aid you in the mission - if a Heavy Flamer shot is used without thought your whole squad may become trapped. Exercise caution at all times. Only through your commands can the squad succeed - plan carefully. May the might of the Emperor go with you.

Squad selected by you.



Testament To Honor

Leaving the upper levels burning, the Imperial forces push deep into the dark depths of the Hulk. 'Here scanners are useless. Only the exploring movements of a squad can map out the level. Work through the area to the teleport location. The objective is simple - purge the Genestealers from this sector.

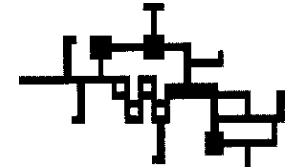
Squad selected by you.

Descent

Fight through this sector destroying any Genestealer that crosses the path of your weapons. We are currently delving into the very core of the Sin of Damnation. This is a most important time. If the Evil ones are allowed to break through all our efforts so far might have been in vain. Our sensors have detected large objects of metallic composition. These may be blast doors. If the information is correct then an Assault Cannon will be needed to gain entry.

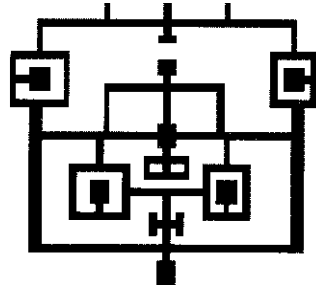
Squad selected by the Emperor: 2 Terminators with Power Glove & Storm Bolter. 2 Terminators with Lightning Claws. 1 Terminator with Power Glove & Assault Cannon.

UNMAPPED



Web of Flames

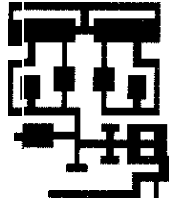
One of the Terminator squads participating in the destruction of the sub-levels have discovered an area being used for gene bank storage. Take command of two squads – the layout of this level is such that careful, planned use of every Terminator is a necessity. Using the cleansing force of the Heavy Flamers, purge the Evil from its bed of spawning. Exit the area after completing the objectives.



Squads selected by you.

To the Emperor

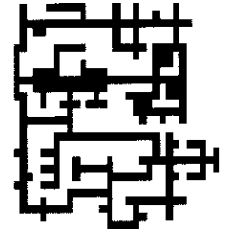
We are nearing the inner sanctum of the Evil's domain. Our scanners indicate a Brood Brother resides within the confines of this sector. He can be found flaming one of the lower chambers. Seek and destroy this fiend. Until this point our campaign has been fruitless – even now the Emperor debates the idea of retreating. If your squads can eliminate the lieutenant of the Patriarch many words of glory shall be written in the Chapter's codex. If you fail the Emperor shall surely abandon the search for Captain Tithonius – and the Death Wing may taste the bitterness of defeat. This level is riddled with Evil. Careful strategy shall get you through – rash decisions will bring death.



Squad selected by the Emperor: 8 Terminators with Power Glove & Storm Bolter. 2 Terminators with Power Glove & Heavy Flamer.

Search for Evil

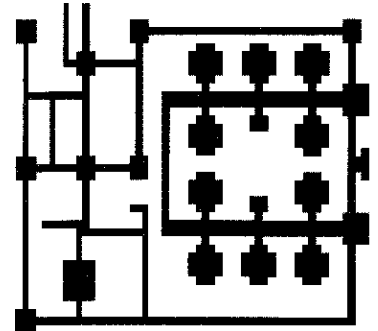
The Emperor has granted the Death Wing one final attempt at gaining a foothold. One squad has been deployed below the level of the Brood Brother, in the hope of finding some direction. The Imperial Commanders know that before Captain Tithonius boarded the Sin of Damnation, a CAT device was sent in to mop the Hulk. If these blueprints can be found the campaign will benefit from the data. Squads entering the Hulk should study the area before embarking – leaving the Terminators free to get on with battling the menace of the Genestealers. As we near the area of the Hulk where the Patriarch resides, so the Evil's presence will be stronger and more desperate.



Squad selected by you

Seed of the Enemy

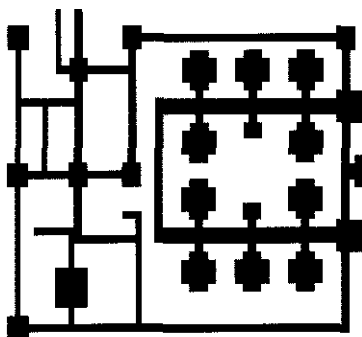
The source of the Brood has been discovered! A vast complex of gene banks is being controlled from two rooms in the center of this sub-level. If flamed correctly we could stop the flow of Evil spawning from this accursed place. The foe will try to stop your squads from entering this place of foulness. Only under your concise commands shall the squads prevail. Using Storm Bolters as cover, maneuver a Heavy Flamer into the passageway separating the target rooms – a strike to the very heart of the foe will weaken the enemy's grip on the Hulk and push us one step closer to victory.



Squad selected by you

Tech Support

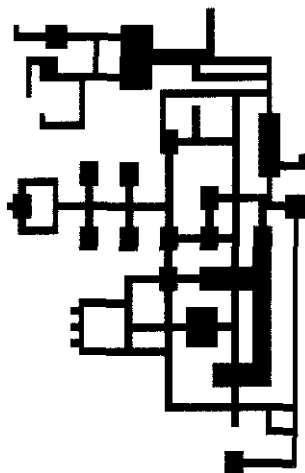
The righteous cleansing of our flames was not enough. The Evil lives on. Our Imperial Commanders have instructed Tech Marines to aid us in the destruction of the Genestealers. A squad of Tech Marines has assessed the target areas -their conclusion was that mines of destruction must be used. Unfortunately their armor does not allow them passage through the Hulk. Under your command a squad of Terminators must once again enter the level and place an explosive charge in each gene bank. With the destruction of this area we will seal the Genestealers' fate. Look to the Emperor for inspiration.



Squads selected by you

Ultimate Firepower

We must seize the victory that is now in reach! Having left the smoldering remains of the Genestealers' legacy behind us, we now go in search of the source of the evil burning in the minds of the minions that combat us. Using the Assault Cannons as justice, your squad must seek out any sign of the foe and eliminate them from this level that once echoed to the sound of Captain Lithonius' squad. A battle was once fought here. Cases of ammunition lie

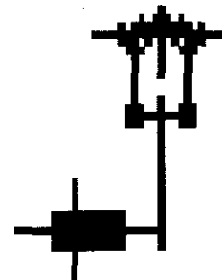


scattered on the floor, their dull grey protection scratched by the rampaging Genestealers that once prevailed on this level - use the ammunition well. The end is near brothers!

Squad selected by the Emperor: 8 Terminators with Power Glove & Assault Cannon. 2 Terminators with Power Glove & Storm Bolter.

The Echelon of Foul Spawn

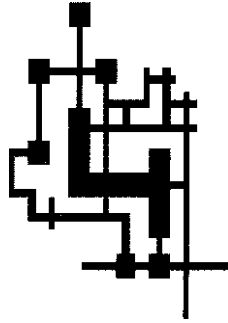
Into the core of this Hulk you must travel. The Evil knows no bounds in these caverns of doom, only the just and true shall survive. We believe the insignia and crude fashionings on the walls are indicating the entrance to the realm of the Patriarch. Use the Heavy Flamer to purge the corridor leading to the top of this level — there must be none of the foes behind us when we plunge into the center of the evil that awaits us. The cavern immediately after the entrance area contains heat vents from the reactor deep in the ah of the original vessel. Centuries ago the heat would have been in vapor form, now only flames spew forth from the nozzles, proceed with caution. Scanners indicate icons of demonic value to the Genestealers are situated within this level — destroy them.



Squad selected by you.

Honor on Trial

A scan from outside the Hulk indicates the Patriarch's presence is close. The Genestealer force has taken one final stand against the might of the Imperium. They can sense their own defeat. At the perimeter of the inner sanctum we must face them — crush the Evil now and Lithonius' honor may be saved, his signals are strong now. Command your squad well, storm through this level using all available force. A teleporter awaits on the far side of this area, move at least one Terminator to this area and our battle shall continue.

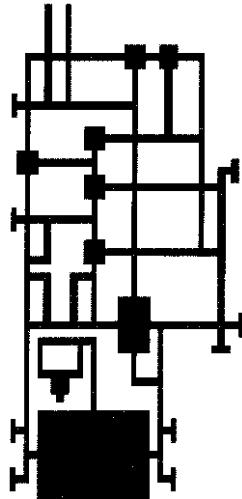


Squad selected by you

Final Confrontation

Victory is in our grasp -do not allow it to slip through your hands. The Patriarch must be destroyed. Summon all your Terminators — let the Genestealers know the might of the Imperium. Within this maze of corridors hides the root of evil. The Death Wing shall know no finer moment than the cleansing of the Sin of Damnation. Go now — and let your Storm Bolters heal the gaping wound that is Evil.

Squad selected by you.



Avenged

with the Patriarch destroyed only remnants of the

UNMAPPED

Genestealer force remain. The distress signal is stronger. At last our scanners can be taken into the depths of the Hulk and the source of the signal located. After a brief time the sensors indicate a cavernous area further below — a faint reading shows their to be a life-form within the cotcombs of the cavern. Lone Terminators are despatched to discover the truth behind the mysterious distress calls that brought the Death Wing to the Tivoli system.

Squad selected by the Emperor: 1 Terminator with Power Glove & Storm Bolter.

Storm Bolter, Assault Cannon, Heavy Flamer, Lightning Claws, Power Glove, Chain Fist, Thunder Hammer & Storm Shield, Power Sword, Psyker, Games workshop, Dark Angels, Deathwing, Space Hulk, Space Marine and Genestealer are trademarks of Games Workshop Ltd.